[0079] What is claimed is:

1. A method of enhancing the play of a game of bingo, comprising:

    designating a set of potential numbers for the game;

    designating a plurality of subsets of the potential numbers for the game;

    associating each of the plurality of subsets with a bingo card column;

    providing at least one bingo card to at least one player, the at least one bingo card including a plurality of spaces, the spaces being arranged in a matrix of rows and columns, wherein each of the spaces contains either a number from the subset of numbers associated with the column in which the space appears or a free space designator;

    designating at least one pattern of spaces as determinative of a winner of the game;

    providing at least a first set of indicators;

    associating each of the first set of indicators with a win enhancement value;

    electing whether the first set of indicators should be associated with columns or rows on the at least one bingo card;

    associating at least one of the first set of indicators to at least one of the elected at one columns or rows;

    repeating the process of selecting numbers at random from the set of potential numbers for the game until the game ends;

    paying the at least one player if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers, and if the pattern formed by the matching numbers matches the at least one pattern designated as a winning pattern; and,

    paying the at least one player the win enhancement value if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers, and if the pattern formed by the matching numbers matches the at least one pattern designated as a winning pattern.

2. The method of Claim 1, further comprising:

    selecting at least one number at random from each of the subsets to serve as a win enhancement activator; and

    paying the at least one player the win enhancement value only if the pattern formed by the matching numbers contains at least one win enhancement activator number.

3. The method of Claim 1, further comprising:

    providing a second set of indicators;

    associating each of the second set of indicators with a win enhancement value; and

associating at least one of the second set of indicators to the other of columns or rows.

4. The method of Claim 3, further comprising:

selecting at least one number at random from each of the subsets to serve as a win enhancement activator; and

paying the at least one player the win enhancement value only if the pattern formed by the matching numbers contains at least one win enhancement activator number.

5. The method of Claim 1, wherein the first set of indicators includes colors.

6. The method of Claim 1, wherein the first set of indicators includes graphics.

7. The method of claim 1, wherein the pattern of spaces includes a pattern of contiguous spaces on the bingo card.

8. The method of Claim 7, wherein the pattern includes a vertical column of spaces on the bingo card.

9. The method of Claim 7, wherein the pattern includes a horizontal row of spaces on the bingo card.

10. The method of Claim 7, wherein the pattern includes a diagonal pattern of contiguous spaces on the bingo card.

11. The method of Claim 1, wherein the pattern of spaces includes noncontiguous spaces on the bingo card.

12. The method of Claim 1, wherein the random numbers are generated by selecting a ball having a number printed on it from a plurality of balls.

13. The method of Claim 12, wherein the at least one bingo card is maintained and displayed electronically by a card tending device.

14. The method of Claim 13, wherein the number associated with the randomly selected ball is manually entered into the card tending device by the player.

15. The method of Claim 13, wherein the at least one bingo card is marked by the player interacting with the card tending device.

16. The method of Claim 1, wherein the at least one bingo card is maintained and displayed electronically by a card tending device.

17. The method of Claim 16, wherein the random numbers are generated by a computing device and communicated to the card tending device.

18. The method of Claim 1, wherein the win enhancement value is a progressive prize.

19. The method of Claim 18, wherein the progressive prize is incremented at an accelerated rate.

20. The method of Claim 18, wherein the progressive prize is incremented to reflect live updating of the prize amount.

21. The method of Claim 18, wherein the progressive prize is based on earnings from the prior day.

22. The method of Claim 1, wherein each of the columns or rows is assigned a unique indicator.

23. The method of Claim 1, wherein at least three of the columns or rows to which the at least one indicator is assigned contain the same indicators.

24. The method of Claim 1, wherein the column closest to the middle of the matrix is assigned a unique indicator.

25. The method of Claim 1, wherein the row closest to the middle of the matrix is assigned a unique indicator.

26. A method of displaying a progressive cash prize during a gaming session to a player comprising:

    calculating a progressive prize amount from a previous gaming session;

    showing on a display an unincremented prize amount; and,

    incrementing the prize shown on the display at an accelerated rate until the displayed amount is at least equal to the progressive prize amount.

27. A method of playing a game of bingo comprising:

    designating a set of potential numbers for the game;

    designating a plurality of subsets of the potential numbers for the game;

associating each of the plurality of subsets with at least one bingo card column;

providing at least one bingo card to at least one player, the bingo card including a plurality of spaces, the spaces being arranged in a matrix of rows and columns, wherein each of the spaces contains either a number from the subset of numbers associated with the column in which the space appears or a free space indicator;

selecting at least one number at random from each of the subsets of the potential numbers for the game as a diamond symbol number;

designating at least one first pattern of spaces on a bingo card as determinative of a winner of the game, wherein the pattern includes at least a column of spaces on the bingo card;

providing at least a first set of colors;

associating each of the first set of colors with a win enhancement value;

associating at least one of the first set of colors to at least one column;

repeating the process of selecting numbers at random from the set of potential numbers for the game until the game ends;

paying the at least one player if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers, and if the pattern formed by the matching numbers matches the at least one first pattern designated as a winning pattern; and,

paying a first bonus to the at least one player if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers and if the pattern formed by the matching numbers matches the at least one first pattern designated as a winning pattern, wherein the value of the first bonus equals the win enhancement value associated with the color associated with the column in which the win occurs.

28. The method of Claim 27, further comprising:

selecting at least one number at random from each of the subsets to serve as a win enhancement activator; and

paying the at least one player the first bonus only if the pattern formed by the matching numbers contains at least one win enhancement activator number.

29. The method of Claim 27, further comprising:

designating at least one second pattern of spaces on a bingo card as determinative of a winner of the game, wherein the second pattern includes at least a row of spaces on the bingo card;

providing a set of graphics;

associating each of the set of graphics with a win enhancement value;

associating at least one of the set of graphics to rows on the bingo card; and

paying a second bonus to the at least one player if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers, and if the pattern formed by the matching numbers matches the at least one second pattern designated as a winning pattern, wherein the second bonus equals the win enhancement value associated with the graphic associated with the row in which the win occurs.

30. The method of Claim 29, further comprising:

selecting at least one number at random from each of the subsets to serve as a win enhancement activator; and

paying the at least one player the second bonus only if the pattern formed by the matching numbers contains at least one win enhancement activator number.

31. The method of Claim 29, further comprising:

selecting at least one number at random from each of the subsets to serve as a win enhancement activator;

paying the at least one player the first bonus only if the pattern formed by the matching numbers contains at least one win enhancement activator number; and

paying the at least one player the second bonus only if the pattern formed by the matching numbers contains at least one win enhancement activator number.

32. The method of claim 27, wherein the first pattern of spaces includes a pattern of contiguous spaces on the bingo card.

33. The method of Claim 32, wherein the first pattern includes a column of spaces on the bingo card.

34. The method of Claim 29, wherein the second pattern includes a pattern of contiguous spaces on the bingo board.

35. The method of Claim 34, wherein the second pattern further includes a horizontal row of spaces on the bingo board.

36. The method of Claim 29, wherein the first pattern or the second pattern includes a diagonal pattern of contiguous spaces on the bingo card.

37. The method of Claim 27, wherein the first pattern includes noncontiguous spaces on the bingo card.

38. The method of Claim 27, wherein the random numbers are generated by selecting a ball having a number printed on it from a plurality of balls.

39. The method of Claim 38, wherein the bingo card is maintained and displayed electronically by a card tending device.

40. The method of Claim 39, wherein the number associated with the randomly selected ball is manually entered into the card tending device by the player.

41. The method of Claim 39, wherein the at least one bingo card is marked by the player interacting with the card tending device.

42. The method of Claim 27, wherein the at least one bingo card is maintained and displayed electronically by a card tending device.

43. The method of Claim 29, wherein the random numbers are generated by a computing device and communicated to the card tending device.

44. The method of Claim 27, wherein the win enhancement value is a progressive prize.

45. The method of Claim 44, wherein the progressive prize is incremented at an accelerated rate.

46. The method of Claim 44, wherein the progressive prize is incremented to reflect live updating of the prize amount.

47. The method of Claim 27, wherein each of the columns is assigned a unique color.

48. The method of Claim 27, wherein at least three of the columns are assigned the same color.

49. The method of Claim 27, wherein at least the column closest to the middle of the matrix is assigned a unique color.

50. The method of Claim 29, wherein each of the rows is assigned a unique graphic.

51. The method of Claim 29, wherein at least three of the rows are assigned the same graphic.

52. The method of Claim 29, wherein at least the row closest to the middle of the matrix is assigned a unique indicator.

53. A computer program product containing instructions which, when executed by a computer, performs the steps of:

designating a set of potential numbers for the game;

designating a plurality of subsets of the potential numbers for the game;

associating each of the plurality of subsets with a bingo card column;

providing at least one bingo card to at least one player, the at least one bingo card including a plurality of spaces, the spaces being arranged in a matrix of rows and columns, wherein each of the spaces contains either a number from the subset of numbers associated with the column in which the space appears or a free space designator;

designating at least one pattern of spaces as determinative of a winner of the game;

providing at least a first set of indicators;

associating each of the first set of indicators with a win enhancement value;

electing whether the first set of indicators should be associated with columns or rows on the at least one bingo card;

associating at least one of the first set of indicators to at least one of the elected at one columns or rows;

repeating the process of selecting numbers at random from the set of potential numbers for the game until the game ends;

paying the at least one player if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers, and if the pattern formed by the matching numbers matches the pattern designated as a winning pattern; and,

paying the at least one player the win enhancement value if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers, and if the pattern formed by the matching numbers matches the pattern designated as a winning pattern.

54. The method of Claim 53, further comprising:

selecting at least one number at random from each of the subsets to serve as a win enhancement activator; and

paying the at least one player the win enhancement value only if the pattern formed by the matching numbers contains at least one win enhancement activator number.

55. A method of playing a bingo game, comprising:

designating a set of potential numbers for the game;

designating a plurality of subsets of the potential numbers for the game;

associating each of the plurality of subsets with at least one bingo card column;

providing at least one bingo card to at least one player, the bingo card including a plurality of spaces, the spaces being arranged in a matrix of rows and columns, wherein each of the spaces contains either a number from the subset of numbers associated with the column in which the space appears or a free space indicator;

selecting at least one number at random from each of the subsets of the potential numbers for the game as a diamond symbol number;

designating at least one first pattern of spaces on a bingo card as determinative of a winner of the game, wherein the pattern includes at least a column of spaces on the bingo card;

providing at least a first set of colors;

associating each of the first set of colors with a win enhancement value;

associating at least one of the first set of colors to at least one column;

designating at least one second pattern of spaces on a bingo card as determinative of a winner of the game, wherein the second pattern includes at least a row of spaces on the bingo card;

providing a set of graphics;

associating each of the set of graphics with a win enhancement value;

associating at least one of the set of graphics to rows on the bingo card; and

selecting at least one number at random from each of the subsets to serve as a win enhancement activator;

repeating the process of selecting numbers at random from the set of potential numbers for the game until the game ends;

paying the at least one player if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers, and if the pattern formed by the matching numbers matches the at least one first pattern designated as a winning pattern;

paying a first bonus to the at least one player if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers, if the pattern formed by the matching numbers matches the at least one first pattern designated as a winning pattern, and if the pattern formed by the matching numbers contains at least one win enhancement activator number, wherein the value of the first bonus equals the win enhancement value associated with the color associated with the column in which the win occurs; and

paying a second bonus to the at least one player if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers, if the pattern formed by the matching numbers matches the at least one second pattern designated as a winning pattern, and if the pattern formed by the matching numbers contains at least one win enhancement activator number, wherein the value of the second bonus equals the win enhancement value associated with the graphic associated with the row in which the win occurs.

56. Apparatus for playing an enhanced game of bingo, comprising:

    a random number generator that selects numbers at random from within a set of numbers associated with a bingo game, the set of numbers also corresponding to at least one bingo card having a plurality of numbered spaces arranged in a matrix of rows and columns, wherein the set of numbers is comprised of a plurality of subsets of numbers and each of the subsets is assigned to a column or row;

    at least a first set of indicators;

    at least one configuration of at least one pattern of at least one numbered space on the bingo card, the configuration determining a winner of the game; and,

    a selection means for determining the winner, wherein the selection means iteratively generates a random number using the random number generator, matches the number to its corresponding numbered space, if present, on the bingo card, and if the column or row with which the random number is associated is not matched to an indicator, selects an indicator at random and matches it to the column or row with which the random number is associated, and then generates additional numbers and matches them to corresponding numeric spaces on the bingo card until the game has ended.

57. The apparatus of Claim 56, wherein each column or row is assigned a unique indicator.

58. An overlay to a bingo game, comprising:

    designating at least one pattern of spaces on a bingo card as determinative of a winner of the game;

    providing a first set of indicators;

    associating each of the first set of indicators with a win enhancement value;

    electing whether the first set of indicators should be associated with bingo card columns or bingo card rows;

    associating at least one of the first set of indicators with at least one of the elected columns or rows on the bingo card;

    repeating the process of selecting numbers at random from the set of numbers associated with the bingo game and advising at least one player of the selected numbers until the game ends;

    paying the at least one player if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers, and if the pattern formed by the matching numbers matches the pattern designated as a winning pattern; and,

paying the at least one player the win enhancement value if the at least one player has a bingo card with numbers matching those selected from the set of potential numbers, if the pattern formed by the matching numbers matches the pattern designated as a winning pattern, and if the pattern formed by the matching numbers contains at least one win enhancement activator number.

59. The method of Claim 58, further comprising:

providing a second set of indicators;

associating each of the second set of indicators with a win enhancement value; and

associating at least one of the second set of indicators to the other of columns or rows.

60. The method of Claim 58, wherein the first set of indicators includes colors.

61. The method of Claim 58, wherein the first set of indicators includes graphical images.

62. The method of claim 58, wherein the pattern of spaces includes a pattern of contiguous spaces on the bingo card.

63. The method of Claim 62, wherein the pattern of spaces includes a vertical column of spaces on the bingo card.

64. The method of Claim 62, wherein the pattern of spaces includes a horizontal row of numbered spaces.

65. The method of Claim 62, wherein the pattern of spaces includes a diagonal pattern of contiguous numbered spaces on the bingo card.

66. The method of Claim 58, wherein the pattern of spaces includes noncontiguous spaces on the bingo card.

67. The method of Claim 58, wherein the random numbers are generated by selecting a ball having a number printed on it from a plurality of balls.

68. The method of Claim 67, wherein the bingo card is maintained and displayed electronically by a card tending device.

69. The method of Claim 68, wherein the number associated with the randomly selected ball is manually entered into the card tending device by the player.

70. The method of Claim 68, wherein the bingo card is marked by the player interacting with the card tending device.

71. The method of Claim 58, wherein the bingo card is maintained and displayed electronically by a card tending device.

72. The method of Claim 71, wherein the random numbers are generated by a computing device and communicated to the card tending device.

73. The method of Claim 58, wherein the win enhancement value is a progressive prize.

74. The method of Claim 73, wherein the progressive prize is incremented at an accelerated rate.

75. The method of Claim 73, wherein the progressive prize is incremented to reflect live updating of the prize amount.

76. The method of Claim 58, wherein each of the columns or rows to which the at least one first indicator is assigned contains a unique indicator.

77. The method of Claim 58, wherein at least three of the columns or rows to which the at least one first indicator are assigned contain the same indicators.

78. The method of Claim 58, wherein the column closest to the middle of the matrix is assigned a unique indicator.

79. The method of Claim 58, wherein the row closest to the middle of the matrix is assigned a unique indicator.